

- CHAPTER 15 -

WEREWOLF DEN

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ABOUT THE AUTHOR

Wyatt Trull is a bestselling author of over fifty D&D products. He got his start publishing *Curse of Strahd* supplements, such as *Escaping Death House* and *The Wedding at Ravenloft*. He has DM'ed *Curse of Strahd* thrice and, at the time of writing, is in the middle of his fourth run. Dogged by a love of all things Ravenloft and crippling debts, he decided to write his own guide to *Curse of Strahd* in the wake of his bestselling *Dungeon of Mad Mage Companion*.

USING THIS SUPPLEMENT

The *Curse of Strahd Companion* (hereafter simply "the *Companion*") is devoted to making the most out of your campaign. It provides tested advice, variants, dialogue, flavor text, and new encounters to better enhance your experience running one of the greatest modules of D&D. True to its name, it is meant to be your constant tableside companion before and during a session.

WHY A COMPANION?

Even five years after its publication, *Curse of Strahd* is still lauded as 5th Edition's greatest campaigns: it is firmly rooted in gothic horror and provides a tight narrative nestled in a sandbox-like environment. The campaign's chief flaw, the *Companion* holds, is its organization—its buried details and uncommunicated direction. A Dungeon Master that fails to carefully read the module from cover to cover can find themselves later trapped when an important and missed detail crops up. The *Companion* seeks to remedy this: it looks forward so you don't have to. It also exists to streamline your session through advice, dialogue, and the providing of statistics (for monsters, magic items, and hazards) you would otherwise have to dig through other manuals for.

COMPANION STRUCTURE

The *Companion* is formulaic. Each chapter corresponds with a *Curse of Strahd* chapter:

Chapter 1 acts as a campaign overview, concerned with its characters and narratives.

Chapter 2 concerns Barovia itself, with an interest in its weather, geography, random encounters, and locations.

Chapters 3-15 concern their matching chapters in *Curse of Strahd* (i.e., both Chapter 3 of the *Companion* and *Curse of Strahd* concern the Village of Barovia).

Appendices of the *Companion* provide the information for any a) magic items, b) creatures, and c) effects that appear in the campaign. For example, Appendix B of Chapter 3 provides statistics for all creatures found in the Village of Barovia.

Death House revises the campaign prologue and provides new aids to better run it.

GLOSSARY

The *Companion* makes the most of several terms:

CoS refers to *Curse of Strahd*

CMP refers to the *Companion*

App. refers to an appendix of *CoS* or *CMP*

Destined Ally refers to the Strahd's enemy, the ally that is destined to stand with the party, as determined by the *Fortunes of Ravenloft*

Final Confrontation refers to the location in Castle Ravenloft where the adventurers are fated to fight Strahd to the death.

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CHAPTER 15: THE WEREWOLF DEN

The Werewolf Den overlooks Barovia, its caves pregnant with lupine howls and the cries of children. The "Children of Mother Night," as the werewolves style themselves, make a routine of abducting children to infect with lycanthropy. To determine who receives this dreadful curse, the children are forced to fight to the death.

Unfortunately, this chapter is just as disconnected from the campaign as the den is from Barovia at large. Without personal motivation or foreknowledge of the abducted children, it is a chapter without much relation to Curse of Strahd. Ordinarily, the adventurers can side with Zuleika Toranescu over the sadistic Kiril Stoyanovich, but still—the werewolves are evil through and through, bound by their curse and encouraged by years of bloodshed to be monsters. There are no heroes here, only villains.

The *Companion* makes no changes to that dismal truth, but instead emphasizes why the adventurers should come here: to eradicate the werewolf menace, save its still uncursed victims—children!—and recover any existing Fortunes of Ravenloft. The *Companion* will not redeem a single werewolf or add any gray to what is clearly a black-and-white chapter.

Thus, it is in Chapter 15 where the adventurers at last get their moment to be big, damn heroes—to stand shoulder to shoulder against the lupine menace, to for once have victory within their grasp, and do unequivocal good in the dismal realm of Barovia.

CHAPTER OVERVIEW

Chapter 15 is a relatively short chapter. There is little roleplaying nuance and instead a true dungeon to be stormed. It is incredibly straight forward: slay the werewolves, save the children. The *Companion* considers the werewolf schism to be of little consequence—they're evil, sadistic, bloodthirsty beasts regardless of who leads the pack. With the *For the Love of Mother Night* storyline, there is far more narrative to interact with.

CHAPTER PROGRESSION

Without the *For the Love of Mother Night* storyline, the chapter is divided between the adventurers' arrival and the return of Kiril Stoyanovich, if he yet leaves. With that storyline, the chapter is divided into these three acts:

Act I has the adventurers receive Mother Night's vision, which then leads them to Luvash.

Act II covers the trek through the Svalich Woods, including Zuleika Toranescu's appearance, followed up by Kiril's most savage lupine sycophants. A battle erupts.

Act III involves delving the werewolf den and stopping the vile tournament at play.

In the Aftermath, Mother Night and Luvash both express their gratitude, provided the children are saved. If Arabelle is not the adventurers' Destined Ally (or the lead to their true one), Luvash takes her and leaves Barovia forevermore.

QUICK NOTES

- There are a total of five hostile **werewolves** and nine **wolves** in the den ordinarily (with Zuleika as a possible sixth hostile). Kiril returns with six additional werewolves, raising the total to twelve.
- As noted by the *Companion*, werewolves can attack each other; their fangs and claws ignore lycanthropic immunity to nonmagical, nonsilvered attacks.
- The werewolves have abducted eight children. The *Companion* makes six of them Vistani and names all eight. See *For the Love of Mother Night*.
- The *For the Love of Mother Night* storyline places all the werewolves in the Den and moves them around quite a bit while the tournament is occurring. Kiril's six unnamed werewolves encounter the adventurers en route to the den.
- Any who take treasure from the statue of Mother Night are cursed: they gain no benefit from finishing a short or long rest at night. The curse is dormant from dawn to dusk, allowing them to rest in the daytime.
- If an artifact is present in this chapter, it is at the feet of the Mother Night's statue and similarly cursed.

CHECKLIST

- Consult with your personal calendar to determine if it's been long enough for a full moon to rise in Barovia. The *Companion* originally suggested scheduling a full moon for two weeks after the adventurers started the campaign.
- Review your notes to see if Arabelle was rescued from Lake Zarovich, and if Freek and Myrtle were rescued from Old Bonegrinder.

RUNNING THE CHAPTER

This chapter is visceral. You should describe in hideous detail the savagery the werewolves commit with their attacks. Your goal is to move through the encounters swiftly, describing the werewolves as a relentless and overwhelming force. The adventurers should succeed by the skin of their teeth, surrounded by the corpses of wolves and werewolves. If an adventurer is bitten by a werewolf, make their Constitution saving against lycanthropy in secret to add to the tension.

Encounters. With the *For the Love of Mother Night* storyline, this chapter boils down to 4.5 encounters:

- Encountering Zuleika Toranescu in Act 2, whom the Vistani mistake for hostile. In a sense, this counts as half an encounter, since Zuleika means no harm.
- The six savage **werewolves** hunting Zuleika in Act 2.
- Skennis and his nine **wolves** in Area Z3.
- The possible battle over Kellen, wherein the Vistani wish to kill the werewolf whelp, and Zuleika comes to his aid.
- The battle in Area Z8 against Kiril Stoyanovich, Bianca, Aziana, Davanka, and Wensencia.

ADVANCEMENT

For slaying the werewolves, rescuing the children, and defeating Kiril Stoyanovich, the adventurers ought to advance from 7th to 8th level.

TIME

It is crucial that this chapter takes place at night. In daylight, the chapter loses what little charm it had, for the least it can do is appeal to our gothic appetite. If the adventurers set out for the den during the daytime, it takes them until dusk to reach it.

WEATHER

The moon cycle, of course, is important to this chapter. The *Companion* recommended setting the next full moon to three weeks after the adventurers came to Barovia. Reckon this with your calendar, but do not make adjustments to the current moon cycle. When the adventurers enter Castle Ravenloft, Strahd demonstrates his power over the land by *forcing* a full moon, so you might wind up kneecapping yourself if your players experience a full moon here in this chapter and are about to enter Castle Ravenloft shortly thereafter. If, however, you have been on top of your own personal calendar, a full moon in this chapter is a great source of drama... as infected children begin to rave and howl with their first ever transformations.

DRAMATIS PERSONAE

This chapter features the following characters:

ARABELLE

Added in the *For the Love of Mother Night* storyline, Arabelle is a seven-year-old Vistana child—the daughter of Luvash, niece of Arrigal, descendant of Madam Eva, and, some could argue, the heir to Strahd von Zarovich's throne. She has since been stolen by the werewolves and is dear to both Eva and Eva's patron goddess, Mother Night.

As a Destined Ally. Arabelle is the ally named by the Tempter card. However, she should not be the party's true Destined Ally. Instead, saving her draws the true ally (Rudolph van Richten, Ezmerelda d'Avenir, or even Arrigal) to the party's cause.

Roleplaying Arabelle. Arabelle is a seven-year-old spitfire who does not suffer fools. Years without a mother and too many years with a drunk for a father has forced Arabelle to grow up fast. She commands an air of authority and acts as if she were thrice her age. She is, however, still prone to fits of mischief and immaturity. She snaps whenever she doesn't get her way, never owns up to her faults, and fails to foresee the consequences of her actions. She has a particular fondness for animals, even wolves, which she claims "like her."

Second Sight. At your discretion, Arabelle has the gift of precognition, or "the Sight" as the Vistani call it, allowing her a greater role in the narrative. Her premonitions of the future come randomly; they might allow her to warn the adventurers of an ambush, provide insight to their enemies, or offer cryptic and symbolic prophecies. However, Arabelle can never divine the fate of herself or another Vistana. You can go one step further and allow Arabelle to occasionally share her visions with the others, allowing them to see what she sees, thereby allowing you to give the adventurers visions of distant places and events. Arabelle effectively becomes a cutscene vehicle for your campaign.

CHILDREN

In *For the Love of Mother Night*, the *Companion* details the werewolves' victims. Arabelle, Freek, and Myrtle are all described elsewhere. (If Freek and Myrtle are not present, they replaced by Anton and Tanya, two nondescript Barovians). The other children, all Vistani, are:

- Alek, a ten-year-old boy
- Dezdrelda, a twelve-year-old girl
- Livius, an eleven-year-old boy
- Mathilda, a nine-year-old girl
- Nimira, a seven-year-old girl

DRAMATIS PERSONAE

Character	Statistics	Role	Area	Description
Arabelle	LN Commoner	P	Z8*	The descendant of Madam Eva and heir to the throne of Ravenloft.
Aziana	Werewolf	A	Z2*	A woman on guard duty.
Bianca	Werewolf	A	Z5A*	The mate of Kiril Stoyanovich.
Children	N/A	P	Z7&	Abducted victims destined to battle to the death for the "gift" of lycanthropy.
Davanka	Werewolf	A	Z2*	A woman on guard duty.
Emil Toranescu	Werewolf	N/A	N/A	The mate of Zuleika, now imprisoned in Castle Ravenloft.
Kellen	N/A	N	Z7*	A young child infected with lycanthropy.
Kiril Stoyanovich	See App. B	A	SE*	The vicious pack of the werewolves.
Luvash	CE Bandit Captain	P	*	Father of Arabelle and brother of Arrigal.
Mother Night	N/A	P	N/A	The patron goddess of the werewolves.
Skennis	Werewolf	A	Z3	Too old to hunt, the former pack-leader has retired to a life of awful music.
Wensencia	Werewolf	A	Z5B*	A surrogate mother to Kellen.
Zuleika Toranescu	Werewolf	N	Z7*	A malcontent werewolf eager to see Kiril dead.

* See *For the Love of Mother Night* storyline

FREEK

Freek is a 7-year-old boy. He was traded by his parents in the Village for more of Morgantha's dream pastries. The adventurers may have rescued him from Old Bonegrinder, only to lose him to the Children of Mother Night en route to Vallaki (see Chapters 2 and 6 of the *Companion*). If so, Freek has wound up here to fight to the death in Kiril's vile tournament. Still putting on a brave face for Myrtle, Freek pretends that the surrounding horrors are not scarring him for life. If Freek is not in this chapter, he is replaced by Anton, a nondescript Barovian child.

KELLEN

Kellen is a ten-year-old werewolf with 10 AC and 2 HP. He is the latest victor of Kiril's sick tournaments. He hails from Liam's Hold, a hamlet near the Misty Forest in the Forgotten Realms. He cradles a wooden doll that eerily resembles one of the characters but is painted and dressed to resemble a zombie; "Is No Fun, Is No Blinsky!" is etched into the doll's side.

Kellen struggles under his new curse and wishes only to be rid of it. In *For the Love of Mother Night*, he can be found petitioning Mother Night for a cure.

KIRIL STOYANOVICH

Kiril is the despotic alpha of the Children of Mother Night. His cruelty has sparked discord in the pack; however, thanks to the support of Strahd, Kiril has managed to remain in power. In his hybrid form, he can be recognized by his dark coat and a wicked scar across his left eye. Ordinarily, he is only present in this chapter during the Leader of the Pack special event. This is changed by the *For the Love of Mother Night* storyline.

Kiril is a true monster. When his pack sought to increase their numbers, he decided to slowly oblige by forcing abducted children to fight to the death. The victor of these foul tournaments would receive the "gift" of lycanthropy. In this, he manages to control and feed an ever-growing pack, rather than risk his power to a surge in numbers.

Roleplaying Kiril. Kiril is a vicious creature with a fiery temper. He believes might makes right and proves sadistic at every opportunity. Kiril's voice is deep and hoarse; while in his hybrid form it is strained and sharp. Voice Kiril with the sample dialogue below:

- "In this world, there are sheep—and there are wolves."
- As Kiril claws at a foe, he snarls, "It won't be quick!"
- "I am the Devil's favorite! To my fangs does the pack kneel!"

LUVASH

Luvash, a Vistana, is the brutal co-leader of the Vallakian Vistani. A terrible drunk, he is feared by all his kin. The *Companion* takes a kinder view to Luvash than he is presented in *Curse of Strahd*. If his daughter is returned safely from Lake Zarovich, he embarks upon a path of change. He is still a deeply troubled and lost soul, but his first few steps towards the light involve a loyalty to the adventurers over Strahd von Zarovich. This is evident in this chapter (if he can successfully leave Barovia) or at the Wedding at Ravenloft if he tackles Arrigal when the assassin moves on the party.

Included in this chapter by *For the Love of Mother Night*, Luvash has had enough of Barovia. Provided Arabelle was rescued earlier by the adventurers, he has decided to provide a better life for his daughter by at last forsaking this dismal realm. When the Vistani are attacked and their children taken, Luvash musters his most formidable men for a rescue mission. Though terrified, Luvash proves his courage.

A Father's Debt. If the adventurers rescue Arabelle, Luvash is genuinely grateful—grateful enough that he will not harm the adventurers, even if ordered to by Strahd. Any actions made against them are half-hearted. During *The Wedding at Ravenloft*, Luvash will even tackle Arrigal ("Brother, no!" he shouts) when the assassin betrays the party during the reception.

MOTHER NIGHT

Mother Night is one of Barovia's deities. She is worshiped by frightened Barovians after dusk, and the werewolf pack. A cold and distant deity, Mother Night was content to patronize the self-styled "Children of Mother Night" until—per the *For the Love of Mother Night* storyline—they abducted Arabelle. Without this storyline, Mother Night is all but absent from this chapter. A statue of her can be found in Area Z7.

MYRTLE

Myrtle is a terrified 5-year-old girl, originally sold by her parents in the Village to Morgantha for dream pastries. The adventurers may have rescued her from Old Bonegrinder. Per Chapters 2 and 5 of the *Companion*, the Children of Mother Night may have attempted to abduct Myrtle and Freck on their way to Vallaki. If the werewolves succeeded, Myrtle is here fighting for her life. If Myrtle is not in this chapter, she is replaced by Tanya, a nondescript Barovian.

ZULEIKA TORANESCU

Zuleika is the mate of Emil, who languishes in the dungeons of Castle Ravenloft. Zuleika shares Emil's disgust with Kiril's foul tournaments and seeks his demise. Ordinarily, she can be found in Area Z7, praying to Mother Night. In *For the Love of Mother Night*, she betrays the pack by leading the adventurers and Vistani to the werewolf den to finally end Kiril's reign.

Roleplaying Zuleika. Of the werewolves, Zuleika is the kindest and most merciful. Still, she is a beast that revels in her lycanthropic power. Merely deciding the murder of innocent children is wrong does not make her a good person—especially when she instead believes that all the children ought to be cursed. Throughout their time together, Zuleika struggles to control her hunger in the sight of blood and wounded enemies.

VARIANTS & REVISIONS

This chapter of the *Companion* is one massive revision to the Werewolf Den. All changes are covered in the *For the Love of Mother Night* storyline.

KIRIL'S SAVAGE BEASTS

Six unnamed **werewolves** accompany Kiril Stoyanovich in the *Leader of the Pack* special event (and thus utilized in *For the Love of Mother Night*). These six are the most savage werewolves the Pack has to offer; so far gone into bloodlust are these beasts that they have shed their human names and instead refer to themselves by lupine titles: Nighthowler, Moonscar, Gloomwader, Rend, Bloodfang, and, creatively, Beast.

Roleplaying the Beasts. These werewolves are hardly people anymore, spending all their time in their hybrid or bestial forms. They react with howls, snarls, and barks of pain, sparing you the trouble of having to voice them. The beasts see only red and never retreat, even in the face of certain death. With little impulse control, they go after the weak and bloodied, even if it is a clear trap.

FOR THE LOVE OF MOTHER NIGHT

Ordinarily, the adventurers come to the Werewolf Den during an otherwise boring night. Kiril is out hunting, Skennis is badly playing his lute, and the children are whimpering. Nothing of note is happening. Under this storyline, the Den is in a clamor for tonight the children will battle for the "gift" of lycanthropy. The adventurers arrive in time to spare these innocents such a gruesome end. The icon of this tragedy is none other than Arabelle—daughter of Luvash, descendant of Madam Eva and distant relative of Strahd von Zarovich—who has been, for the sake of this storyline, abducted by werewolves.

Die Kinder. The werewolves have eight children captured, six of which, per this storyline, are Vistani. The other two are Barovians: they might be Freck and Myrtle, the two children taken by Morgantha in Chapter 3 and held in Old Bonegrinder. Otherwise, they are Anton and Tanya, two nondescript Barovians. Arabelle has also been forced to fight.

The Tournament. The children are due to fight this night. Kiril has styled it in a tournament-style bracket, with two children facing off, one-on-one. By when the adventurers arrive, two matches have already been held and two children already dead.

Leader of the Pack. This storyline cannibalizes the Leader of the Pack storyline; Kiril and his six **werewolves** and nine **wolves** are already back in the Den. These additional combatants have been included in Act 2.

Zuleika. At long last, Kiril has decided to remove the thorn that is Zuleika from his paw. She has been violently exiled from the den; his most savage sycophants are hunting her down. She is on a collision course with the adventurers, but make no mistake: she too, as a werewolf, deserves only death. At best, she can inform the adventurers of Kiril's ghastly game.

Mother Night Torn. Mother Night is a grim goddess now torn between disciples. As the werewolves' patron, she enjoys prayer, paeon, and sacrifice. As the patron of Madam Eva, Mother Night has an obligation to spare Arabelle from an early death or a life of lupine hunger.

Mysteries of Ravenloft. Through the vision given by Mother Night, the adventurers learn that Arabelle is the descendant of Madam Eva and that Eva is related to Strahd.

1. THE VISION

Mother Night visits a vision upon one adventurer, beseeching them for aid. Choose the most religious, the most sympathetic, or the most gothic character. The vision reveals the location of the Werewolf Den and warns of the imminent death of nine children. There is no doubt in the authenticity of this vision, except for any manufactured by the player character themselves; The deity herself has truly reached out to a mortal in this dire hour. The vision might come hours or days in advance, depending on what best suits your campaign or how far the party is from the Den. When describing the vision, read the following, changing the status of the moon to better fit your lunar calendar:

You crumble to your knees as a vision assails your mind:

The world is dismal, dark. The crescent moon hangs high above Barovia. You are looking upon a mountain-side—upon a cave whose maw is shaped like the jaws of a wolf, all the stalactites and stalagmites standing out like fangs. Torchlight burns therein and the sickly sweet scents of rot and blood and wolf stains the air like incense.

Your mind hurtles forward, through the caves, past the wolves and werewolves, past the bloodstained stone, past the cages full of filth, until at last you behold a ledge jutting from the mountainside. Werewolves are gathered around the ring, howling in sadistic triumph as mere children battle each other in a ring of stones, armed with spears and armored only in rags.

A voice rings out across your mind: the voice of a mother, weary and disappointed:

"The Children of Mother Night... my children, damned as they may be. Cursed with lupine hunger, they seek to grow their ranks, but only the strongest are given the 'gift.'"

Your vision beholds a pale, raven-haired girl whose dark eyes sweep across the makeshift battlefield to analyze her adolescent enemies.

"Arabelle," whispers the voice, "first of her name, heir of Eva, my chief hierophant. Stolen from her father Luvash by the wolves to fight and perhaps die in this arena. Gone too far have my children; I can tolerate it no longer. Slaughter the wolves and save the Blood of Barov from a lifetime of lupine hunger. Save these poor souls and my favor you shall win."

THE RUINED CARAVAN

Luvash and his ruined expedition can be found along the stretch of highway between Krezk and the Raven River Crossroads (Areas S and R). Luvash is a CE **bandit captain**, and all that remains of his soldiers are four CN **bandits**, all male. About eight more Vistani **commoners** (five women, three men) are there as well. The expedition consists of seven vardos, one of which is on its side, pinning a dying man whom the Vistani are comforting. Several more corpses litter the scene, all visceral and savaged by werewolves. It's a scarlet scene; parents rave over their lost children—six children including Arabelle.

BACKGROUND

For the Love of Mother Night is contingent on—or at least sweetened by—a few details that should have occurred earlier in your campaign. Arabelle was rescued from Lake Zarovich (see Chapter 2). If she has not yet, scrub that from your campaign; she has been taken by werewolves instead of Bluto Krogarov. Vallaki has undergone political upheaval: Lady Wachter has seized control after Baron Vallakovich's demise. Luvash, father of Arabelle, brother of Arrigal, and co-captain of the Vallaki Vistani, has decided to leave Vallaki, if not Barovia itself, behind, taking Arabelle with him. If these details do not match, fret not. This storyline can still work, just bend the details around. As long as Arabelle is alive, it functions. Luvash is unnecessary, but a grand addition to the plot.

When the party arrives to the scene, read the following:

From round the bend in the road you hear cries and screams, the unmistakable wails of childless mothers and fresh widowers. A man, his voice thick with drink, is shouting, "Alexi shall break northeast with three others; I myself will take five."

Someone protests, their voice as sharp and thin as glass: "It is hopeless, Luvash! Without silver, you are sending us to certain death!"

"Without us, our children are certainly dead."

You come upon a scene you cannot unsee: bodies torn to shreds, viscera draped over wagons like Yuletide decorations. Your eyes find one horse in eight pieces, one haunch missing. Vistani—mothers, fathers, adolescents—are clumped together around six barrel-topped wagons, shivering in the cold. A seventh has been overturned, almost shattered into kindling, its sides splashed with red.

Like soldiers, nine armed men stand in a row alongside the road, ignoring the carnage all around them as a dark brute of a man continues to muster their courage in the face of what can only be certain death. The men are terrified, trembling, the sweat on their face gleaming in the torchlight. One bends over, graceful as a dancer, and vomits his dinner out onto the ground, never bothering to wipe the bile from his mouth.

Luvash, the ringleader, continues, "It is true that without silver, our blades are mere suggestions! Alas, the gods saw fit to allow Vistani curses, and tonight we shall avail ourselves of that gift! Let the wolves contend with magic!"

Read the following shortly after the adventurers converse with Luvash:

Luvash reaches for the bottle and finds it empty. He casts his gaze down the Svalich Road, wistful in momentary sobriety. "Long have we walked these roads, unmolested by lupine marauders. I was a fool not to pack further wolfsbane, but never have we needed it. The Devil... the Devil himself blesses our passage to the lands beyond the Mists. Unless... Unless..."

Luvash grows pale. When he speaks, his voice is hardly a whisper: "Unless he knows we are leaving for good."

Luvash is right to be paranoid; Strahd is loath to give up his playthings. The Vistana is incorrect, however. The caravan was merely in the wrong place at the wrong time when the most ravenous of wolves were nearby. Kiril, barely able to control his most savage beasts, did all he could not to slaughter the Vistani, lest he anger Strahd whose authority is all that stops his enemies from killing Kiril in his sleep.

Roleplaying Luvash. Though he is mustering men to brave the wilderness, Luvash himself is visibly shaken to his core. He relies on rage and wine to overcome the mortal fear of facing the werewolves, and the stress is evident in how tightly his hands clutch the blade and bottle. His men are equally terrified, but Luvash's resolve is enough to tide them over. Luvash might say any of the following:

- "This land is too dangerous for my daughter and I want out. I wanted better for her."
- "If we are not willing to die for our children, by what grace did we raise them?"
- "The moon is not yet full; there is still hope."
- "Tonight the Children of Mother Night shall know a father's scorn."
- If asked why Arrigal, his brother, is not here, Luvash grows quiet and claims, "Arrigal has an attachment to Barovia I will never share. He is loath to leave. Luck has he wished us, and promises he has made to visit, but..." Luvash is unwilling to admit that Arrigal is a servant of Strahd.

The Plan. Loathe to split his forces and be picked off by the wolves, Luvash appoints Alexei and his contingent (the Zsolts) to act as the vanguard. If the adventurers offer to help, he has them join Alexei. The other bandits stay back in a closely guarded circle. If combat erupts, they arrive on the second round of combat. Luvash knows his men lack silvered weaponry and is gambling on Vistana curses to bypass the lycanthropes' immunity to nonsilvered attacks.

Luvash's Men. Luvash has assembled eight **bandits**. These men are chiefly fodder doomed to die to the werewolves, for without silvered steel that can hardly harm anything but the pack's **wolves**. Among them is Alexei, the whipped Vistana met in Chapter 5. The man, though terrified, is determined to rescue Arabelle, not only to redeem himself for his past failure, but for an outright attachment to her; after she was returned by the adventurers, Alexei swore himself as her guardian. The other Vistani are:

- Balthazar, the catatonic uncle and only surviving relative of Nimira.
- Boris, the resolute father of Alek and Mathilda.
- Hantestolt, a half-Barovian burning with the need to prove himself as if any Vistana cared about the drunken escapades of his father.
- Olegiver, a cautious huntsman.
- Yesper, a proud bladedancer on the brink of madness; it is he who protested against Luvash's plan and insisted they march only to their deaths.
- Tall Zsolt, the tallest of the Zsolts and the most morose.

- Young Zsolt, the youngest of the Zsolts and the most cheerful. He is the older brother of Dezdreda and Livius. His chipper attitude is a clear defense mechanism for the horror he is living through.
- Dead Zsolt, the eldest of the Zsolts and the most laconic. Famously, he has already been pronounced dead four times in this life alone: once in battle, twice to illness, and once from falling off a cliff into a pond.

Die Kinder. It is crucial that the adventurers know the names of the werewolves' victims. The six children are:

- Alek, a ten-year-old boy
- Arabelle, the seven-year-old daughter of Luvash
- Dezdreda, a twelve-year-old girl
- Livius, an eleven-year-old boy
- Mathilda, a nine-year-old girl
- Nimira, a seven-year-old girl

2. THE SVALICH WOODS

Before the adventurers set out into the Svalich Woods, they can attempt to inspire the Vistani. There is only one opportunity to do so; one player character can attempt a DC 20 Charisma (Persuasion) check. On a success, each group of Vistani (see the Vistani Versus (Were)wolves sidebar) gain 10 temporary hit points.

As the adventurers and Vistani brave the Svalich Woods, read the following, which assumes it is already past dark:

Out into the stolid dark you venture, the night heavy and the chill sharp. You hear every crow caw, every snapped twig, every shifting in the wind. The men behind can't help but breathe as if dying for air. Their panic is palpable, perhaps even infectious. In the distance, a wolf howls its mournful song:

"What's that?!" someone shouts, and the formation is broken as steel rasps against sheathes and torches burn away the darkness!

"I saw it! I saw it!" someone screams, backing up into another man.

Luvash's voice cuts through the din, "Hold fast! Hold fast, gods damn you, hold—!"

"They're here! Morninglord's Light! They're here, gods save us!"

It's too late, you understand. Chaos blooms in all its colors as men driven to the brink of terror are allowed to run their mouths.

Panicked, the men mistake nearby movement for werewolves. A DC 14 Wisdom (Perception) check reveals this, and a DC 15 Charisma (Persuasion) check quells their fears. Otherwise, a momentary panic spreads throughout the group. If the adventurers do not intervene, two bandits will run off and another will start an accidental fire by dropping his torch when he collides with someone else.

VISTANI VERSUS (WERE)WOLVES

Luvash has assembled eight **bandits**; adding them to the initiative is to slow your game down to a crawl. Follow the guidelines below to streamline your game. Only Luvash is counted separately in the initiative. Once the Vistani have been winnowed down to about three, abandon these rules.

- Split the Vistani into two groups: Alexei and the Zsolt, and the four others. Alexei and the Zsolt attack at initiative count 10 (losing ties); the others attack at initiative count 1.
- Treat a group of four Vistani bandits as one NPC with 40 HP and 12 AC; one Vistani dies per 10 damage taken.
- When the Vistani attack, roll 1d20 + 3 + the number of bandit still alive in the group. They attack the same target, dealing 1d6 damage per Vistani alive. When the Vistani attack wolves, the damage is dealt as normal. When the Vistani attack werewolves, have a werewolf make a DC10 Charisma saving throw; on a failure, the werewolf is temporarily cursed and loses its vulnerability to nonmagical, nonsilvered attacks for the turn, allowing the bandits to actually harm the monster.
- Whenever a Vistani is slain, the members of that group must succeed on a Wisdom saving throw (DC 12 + number of Vistani slain in that group). On a failure, the Vistani flee—and they don't get far before being torn up by the wolves.
- The Vistani also rely on fire to harm werewolves, but they only have 1d6+4 flasks of oil to douse and ignite werewolves. See Appendix C for details on oil.

ZULEIKA BLOODIED

Exiled by Kiril, Zuleika is being hunted by his most savage sycophants. Escaping the den alone was a harrowing challenge, and now she lopes through the Svalich Woods in her wolf form, wounded and bloodied. In this form, she cannot speak. Alarmed, the Vistani attack her, assuming this wolf to be a werewolf in disguise. Read the following:

Twigs snap in the nearby brush! A wolf loping out from the thicket! Luvash shouts, "Hold fast, men! The first of the wolves is on us!"

Open Fire! Roll initiative. Wounded, the **werewolf** has 29 hit points remaining. On her turn, Zuleika uses an action to assume her human form and sue for a temporary peace. If Zuleika survives that long, read the following:

The wolf twists in pain, its limbs elongating, its fur disappearing. It transforms into a dark skinned, human woman. Nude, there is no hiding the gaping wound in her side. The blood pours slowly and stubbornly from the wound. "Wait!" she shouts, throwing up her hands. "Wait! Of your children, I know where they went and the fate that awaits them!"

This gives Luvash pause. "Hold your blows!" he yells, before turning to the woman and raising his blade. "Speak, wolf, and speak quickly."

The woman's eyes are glazed over, as if she's fighting unconsciousness... or something far, far worse. "I am

Zuleika Toranescu, and I belong not to the wolves that stole your children. I argued for their lives. Our vicious pack leader seeks to add a new member tonight, but believes only the strongest deserves lycanthropy. At midnight, he will force your children to fight to death, armed with spear and knife. Whomever lives will be bit."

Zuleika's bloody hands curl into fists, her ragged nails pressing deep into her palms. "Long have I argued against this ghastly contest—that all the children ought to join the pack. Tired of this thorn in his paw, Kiril, our tyrant, exiled me. His most savage followers almost tore me to shreds on the way out from the den."

The woman shakes her head. "I am no monster. I will lead you to the Den, and with your aid we might rid this land of Kiril Stoyanovich, that wretched cur."

Zuleika's Hunger. In this bloodied state, Zuleika is at war with herself. The Beast Within—the personification of her lycanthropic curse that demands blood, flesh, and moonlight—is eager to feed so that Zuleika might heal from her wounds. Every so often, she must succeed on a Wisdom saving throw (DC 12 + the number of times she's attempted this saving throw) or assume her hybrid form or rampage. The Beast Within is cunning enough to target Vistani over the more formidable adventurers. A calm emotions spell ends this rampage.

THE WOLVES ARRIVE

Kiril's most savage sycophants arrive soon after Zuleika: Nighthowler, Moonscar, Gloomwader, Rend, Bloodfang, and Beast. These six **werewolves** know no mercy and live only for the thrill of the hunt. As fellow lycanthropes, their claws, and fangs can harm Zuleika. They fall upon the party and Vistani from the right flank of their formation.

The werewolves sneak up upon the party, contesting their Dexterity (Stealth) check (with advantage) against the adventurers' passive Perception. When they attack, a werewolf, one outright kills Olegiver, the huntsman. Read the following, choosing one adventurer to smacked in the face with a torn off arm:

"Wait," someone says, "I hear—"

A beast leaps out from the brush, pouncing on Olegiver, the cautious huntsman! He goes to his end screaming, his arms ripped from their sockets like a marionette! One bloodied limb smacks you straight in the gob, leaving a red smear along your cheek!

"To arms!" Luvash screams, "To ar—!"

"The trees!" Zsolt the Younger screeches, "They're in the trees!"

Another beast leaps into the fray, leaving behind a swaying pine! A torch falls, igniting the carpet of dead leaves resting on the forest floor! And in the firelight, you see them: four more eyes gleaming, gilded and ravenous!

Zuleika leaps at Nighthowler, commanding his attention; as fellow lycanthropes, their attacks still deal damage to one another. Moonscar, Gloomwader, Rend, and Bloodfang attack the party, leaving the Vistani to contend with Beast. The werewolves fight to the death, driven by rage, hunger, and hatred.

Read the following once the last werewolf is slain:

At last the final beast falls to spell and silver! When the din of battle fades, you become aware of screaming, though it is hard to tell who amongst the survivors has yet to keep a sane mind in the wake of such utter carnage.

Zuleika pants, her eyes deep with hunger, the slaver on her lupine jaw shining in the torchlight. "There is little... time left. Die kinder... the children... Before..."

Zuleika's hands curl into fists, her claws digging deep into her palms. Blood drips to the forest floor as the werewolf shakes, desperate to restrain herself in the face of such a feast.

Zuleika's Hunger. Make another Wisdom saving throw (DC 12 + the number of dead Vistani + the number of times she's made this saving throw against hunger) with disadvantage. On a failure, she rampages.

3. DIE KINDER DIE

The adventurers reach the Werewolf Den just at the opening of the games. In a tournament-style bracket, the children are squaring off to fight to the death. There are mere minutes before the first battle begins.

Choices & Consequences. As they delve the den, the adventurers must make ugly choices in order to save the children in time.

- If the adventurers stop to deal with Skennis, the first match is already over by when they reach Area Z8. If they don't kill Skennis and his wolves all-in-one round, the only other option is to leave the Vistani behind to handle it. If so, all the Vistani but Luvash die.
- If the adventurers stop to deal with Kellen, the second match is already over by when they reach Area Z8. The correct choice is leaving Kellen alone, at the risk of him infecting other Barovians.

Revision. Enraptured by the tournament, the pack has left no guard for the cave. In their hubris, the werewolves could never believe they would be attacked—not with the patronage of Strahd von Zarovich and Mother Night—and if they were, what steel could harm them? Therefore, Aziana and Davanka are not on watch in Area Z2, but are in Z8, where the tournament is being held. Essentially, all werewolves but Skennis and Zuleika (who should be with the party or dead) are in Area Z8.

Arrival. With the tournament underway, sounds of cheer and lupine howls can be heard as the adventurers approach the Werewolf Den. Read the following:

The cave yawns before you, carved by providence or a deeply humorous god to resemble a wolf's mouth. Its throat is lit with sputtering torches, and the sweet scents of death and decay welcome you. In the distance, you hear sporadic and discordant notes of a flute. And if you strain your ear, high above you can hear lupine howls and sadistic cheers, as if spectators at a tournament were cheering on their favored gladiators.

"Kill him!" a monstrous voice shouts, echoed by a lupine wolf.

"To the death! To! The! Death!" another voice demands, until all spectators begin to chant, "Death! Death! Death!"

Time is short. You must act and now. The den yawns before you, an abattoir that must be braved to save the children from a fate far worse than death.

Note that, as reiterated in *Approaching the Werewolf Den* below, it is impossible to scale up the cliff towards Area Z8 without a climbers' kit or magic, thereby forcing the adventurers to navigate the den.

STORMING THE DEN

With Aziana, Davanka, Bianca, Wensencia, and Kiril in Area Z8, all that guards the den is Skennis, a **werewolf**, and his nine **wolves**. As mentioned in *Curse of Strahd*, the elderly Skennis has all but 36 hit points.

Like the other werewolves, Skennis is not expecting invaders. However, he and his wolves still possess a keen sense of smell. Contest the adventurers' Dexterity (Stealth) checks against Skennis' and the wolves' passive Perception (ordinarily 14 and 13, respectively, but since they are using their Keen Hearing and Smell traits, they have advantage, and thus passive Perceptions of 19 and 18, respectively). Skennis sends his wolves to investigate any suspicion rather than holding back to call for reinforcements—the old wolf is still too arrogant to believe the den invaded or himself too feeble to defend it against unlucky visitors.

If any character fails their contest with Skennis and the wolves' perception, read the following:

In the distance, the flute continues to wail its discordant notes, coaxed on by bad fingering. And then it stops. In the sudden silence, you hear a man sniff... followed by curious, canine noises. The music picks up again.

Skennis feigns ignorance to the adventurers' presence and sends his wolves to investigate. He himself is not far behind—only one round, if combat erupts. The wolves attack the adventurers (or Vistani); the sounds of battle are loud enough to alert Skennis, who uses that time to transform into his hybrid form. He carefully leaves his electrum flute (worth 250 gp) on the floor in Area Z3.

Roleplaying the Werewolves. Once Skennis enters the fray, he shouts in a strangled, monstrous voice: "It is too late! The whelps battle upstairs, four already dead! The Children of Mother Night welcome a new member tonight—and we shall feast on your flesh!" Zuleika, if present, replies, "This has gone on for too long, Skennis! What have we become?" The old man replies, "Who we've meant to be—wolves in a world of sheep!" Skennis' dying words are "We are the future. We are the next evolution of all mankind."

The Vistani. Unable to distinguish ordinary wolves from lycanthropic ones, the Vistani believe Skennis' wolves are werewolves and act in great panic until one is slain by ordinary steel. A DC 15 Intelligence (Investigation) check can prematurely confirm that these are ordinary wolves.

Zuleika's Hunger. Make another Wisdom saving throw (DC 12 + the number of dead Vistani + the number of times she's made this saving throw against hunger) with disadvantage. On a failure, she rampages.

AT THE SHRINE OF MOTHER NIGHT

If the adventurers enter Area Z7, they see Kellen praying at the foot of the effigy to Mother Night. Per the *Companion*, Kellen wishes to be rid of his curse, as evident in his overheard prayers. This becomes a point of contention: the Vistani, especially Luvash, demand that *all* werewolves be eradicated, including young Kellen. If Zuleika is present, this causes her to turn on the adventurers, or at least side with Kellen. Per the *Companion's* changes to the den, no children are here; instead Kellen is.

The chamber is soundproofed, thanks to the effigy of Mother Night. As noted below in *Areas of Note*, the two corpses hanging on the wall could be individuals the players recognize. Read the following when the adventurers enter Area Z7:

As you enter this wide-mouthed chamber, the world's noises fall away, clearly smothered by magic. And you behold a bizarre sight: wooden cages, sized for children, all facing a crude wooden statue of a wolf-headed woman draped in garlands of vines and night flowers. Treasure is heaped around the statue's feet: thousands of coins, within whose piles glitter gems and jewelry. Behind the statue, two maggot-ridden corpses hang from iron shackles bolted to the wall.

A young boy kneels at the statue's feet, his hands clasped together. His prayers echo throughout the chamber: "—by your grace, Mother Night, rid me of this hunger... Blessed Mother, dark as night, lovely as the moon, save me from myself. By your grace, Mother Night, rid me of this—"

At your approach, the boy's prayers break off. He turns to face you—hardly ten years old. At the sight of you, his lips curl into a strained smile. His teeth are all fangs. The boy visibly shudders, flexing his hands, which begin to elongate into claws. Groaning, the boy pulls the transformation back, suppressing his great hunger. And yet you cannot help but notice the slaver that drips from the corner of his mouth.

Kellen, the ten-year-old werewolf, has 2 HP, 10 AC, and a werewolf's damage immunities. Provided Zuleika and the Vistani are still present (including Luvash, replacing him if he is dead), read the following:

"Another wolf!" a Vistana cries, reaching for his sword.

"Wait!" Zuleika snarls. "Wait! Kellen is but a boy!"

Luvash shakes his head. "He is no boy, but a monster. He is cursed. With but one bite, the cycle starts anew as surely as the next moon will rise. He must be slain."

"Zuleika?" young Kellen asks, still shuddering with hunger.

"He is in control!" Zuleika snarls. "See how he already reins in his ravenous hunger? Spare him the blade, for there is hope for him yet!"

"No, woman," replies Luvash. "It is hopeless. I cannot have this beast at my back."

Zuleika steps back, her human hands already ending in vicious claws. "You must walk over my corpse first if you wish to harm him."

Luvash twists his hand into the telltale sign of a Vistana curse. "So be it, then."

Without the adventurers' intervention, it becomes a bloodbath as the Vistani fall upon Kellen and Zuleika. A swift word to Luvash about his daughter is enough to convince him, otherwise a DC 15 Charisma (Persuasion) check is necessary to stay his blade.

Aftermath. Kellen lacks the discipline to control his appetite for long. Without Zuleika to mentor him, Kellen inevitably begins attacking other Barovians.

TO THE VICTOR, THE SPOILS

By when the adventurers arrive to Area Z8, two matches may have already been held. Consult the Tournament table for details, noting again that Freek and Myrtle are replaced by Anton and Tanya, two Barovians, if they are not present in this chapter. Without the adventurers' intervention, the tournament continues to seven rounds, with Arabelle emerging victorious. Kiril and his four **werewolves** are here (Aziana, Bianca, Davanka, and Wensencia), cheering on this travesty.

Assuming the adventurers arrived on the third match and that Freek and Myrtle are present, read the following:

Amongst the werewolves, one monster steps out: a dark-coated beast with a scar racing through his left eye. "Next we witness the battle between Freek and Myrtle! Might Mother Night grant her chosen strength! Begin!"

You watch in horror as the two children you rescued from the hags of Old Bonegrinder are thrown out into the ring of stones, armed each with bloody spears too long for their arms. Myrtle sobs relentlessly as Freek says, "Don't worry, Myrtle... It will... It will be okay."

Tournament Matches

Match	Combatants
1	Livius* v. Dezdreda
2	Mathilda v. Nimira*
3	Freek v. Myrtle*
4	Arabelle* v. Alek
5	Nimira* v. Myrtle
6	Arabelle* v. Livius
7	Arabelle* v. Nimira

* Denotes the victor of the match

If the adventurers do not intervene immediately, Freek guides Myrtle's spear into his heart and pulls on the shaft. The werewolves erupt into disgusted jeers at this "lack of sportsmanship."

Inevitably, the werewolves smell the adventurers or Vistani. Read the following:

A ripple passes through the crowd of wolves, as conspicuous as a crashing wave. The beasts wrinkle their noses... and begin to slaver.

"Lambs," murmurs a woman in a low voice, her hackles raised and her teeth gleaming in the torchlight. "Lambs come fresh to the slaughter."

All at once, the wolves descend into ravenous lunacy, howling and scraping their claws against the gravel and stone, slavering with bloody hunger.

Tactics. When combat erupts, roll separately for each werewolf's initiative. The werewolves, children, and Vistani (if present) follow these tactics:

- All **werewolves** have 12 AC, 58 HP, and +4 to hit with attacks. Most eschew spears, preferring to rend with fang and claw.
- The werewolves are sadistic, ravenous, and ruthless. Unable to control their hunger, they attack unconscious characters, ripping at flesh and accruing extra Death saving throw failures.
- Aziana, Davanka and Wensencia gang up on the same target, preferring the weakest enemies.
- Bianca and Kiril fight side by side, with Bianca focusing on knocking enemies prone so that Kiril has advantage on his attacks.
- The Vistani clump up to attack Aziana, Davanka and Wensencia.
- Luvash goes for the children, spiriting them back to the mouth of the cave.
- Zuleika focuses on fighting and restraining Kiril. As noted before, her fangs and claws can harm other werewolves.
- The children scream and huddle together.
- If Bianca is slain, Kiril flies into a rage, gaining 5d10 temporary hit points and dealing +2 extra damage with every attack.
- If reduced to 15 hit points or fewer, Kiril takes a hostage—Arabelle. He backs up to the ledge, ready to leap off. Aided by a vision, Arabelle remains calm and knows just when to worm out of his grasp. He then flees like the miserable dog he is, leaving behind his mate Bianca.

AFTERMATH

If Arabelle is rescued, Mother Night is pleased. She lifts her curse from the treasure heaped at her statue and even cures an adventurer if they're infected with lycanthropy. Alternatively, the adventurers can petition her to cure Kellen of his lycanthropy.

Luvash proves his gratitude in warning the adventurers that his brother is an agent of Strahd. Lamenting that the adventurers cannot leave Barovia with him, Luvash promises to take messages back to the party's loved ones in their own homeland.

Additionally, you may run the *Die Kinder* special event described in *Curse of Strahd* once this storyline is complete. The adventurers must transport the surviving children to safety.

APPROACHING THE WEREWOLF DEN

If you are running *For the Love of Mother Night*, the children and werewolves are already gathering at Area Z8, the ledge above the cave. To ensure the adventurers must brave the Den proper, a climber's kit is required to scale the slope to reach Area Z8 (unlike in *Curse of Strahd* where the slope can be easily scaled).

AREAS OF NOTE

The following areas of the Den are at note:

Z1. CAVE MOUTH

FOR THE LOVE OF MOTHER NIGHT

If you are running *For the Love of Mother Night*, Aziana and Davanka are not on guard duty.

Z2. GUARD POST

FOR THE LOVE OF MOTHER NIGHT

See Z1.

Z3. WOLF DEN

FOR THE LOVE OF MOTHER NIGHT

Instead of what is written in *Curse of Strahd*, Skennis says the following when he dies:

The old man cackles, "We are the future. We are the next evolution of all mankind."

Z5. DEEP CAVES

FOR THE LOVE OF MOTHER NIGHT

Bianca, Wensencia, and Kellen are no longer present here.

Z7. SHRINE OF MOTHER NIGHT

The corpses hanging on the wall should be minor characters that the adventurers recognize. Review your campaign's history to find any minor characters on this side of Barovia that may have been attacked by the wolves: a Vistana, a Barovian hunter, a Krezk guard, et cetera. Perhaps even a member of Anna Krezkov's party if she ventured to Vallaki to get a wedding dress for the Abbot.

FOR THE LOVE OF MOTHER NIGHT

If you are running *For the Love of Mother Night*, Zuleika is not here, nor are the eight children (who are instead upstairs, battling for their lives). Instead, Kellen is here, petitioning Mother Night to cure him of lycanthropy. If the storyline is completed, with Arabelle saved, Mother Night lifts her curse on the treasure heaped around her effigy.

Z8. RING OF STONE

FOR THE LOVE OF MOTHER NIGHT

If you are running *For the Love of Mother Night*, Aziana, Bianca, Davanka, Wensencia and Kiril Stoyanovich are present here for the tournament.

APPENDIX A: MAGIC ITEMS

No magic items are featured in this chapter, save for an artifact found via the Fortunes of Ravenloft, which is present in Area Z7.

APPENDIX B: BESTIARY

The following creatures are featured in this chapter:

BANDIT

Medium humanoid (human), any alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP) **Proficiency Bonus:** +2

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

Medium humanoid (human), any alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP) **Proficiency Bonus:** +2

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP) **Proficiency Bonus:** +2

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

KIRIL STOYANOVICH

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 in humanoid form, 15 (natural armor) in wolf or hybrid form

Hit Points 91 (14d8 + 28)

Speed 30 ft. (40 ft. in wolf form, climb 30 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Str +6, Dex +6

Skills Athletics +6, Acrobatics +6, Perception +8, Survival +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 18

Languages Common (can't speak in beast form)

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Shapechanger. Kiril can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Hearing and Smell. Kiril has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mindless Fury. Kiril has advantage on saving throws against being frightened or charmed.

Standing Leap. Kiril's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. Kiril makes two attacks, only one of which can be a bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

BONUS ACTIONS

Aggressive. Kiril moves up to his speed toward a hostile creature that he can see.

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Proficiency Bonus: +2

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus: +2

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

APPENDIX C: ITEMS & EFFECTS

The following effects are featured in this chapter:

MOTHER NIGHT'S CURSE

If a creature takes treasure from the feet of Mother Night's statue in Area Z7, they are cursed. The creature is haunted by horrible dreams that last from dusk to dawn, depriving them of the benefits of a short or long rest finished at night. The curse is suppressed from dawn to dusk, allowing the character to rest during that time. A *greater restoration* or *remove curse* spell ends the curse, as does leaving Barovia.

The curse affects only the creature that did the pilfering and isn't passed on to anyone else who might come into possession of the item. Returning a stolen item to the treasure pile doesn't end the curse.

OIL (FLASK)

Adventuring Gear

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

WEREWOLF LYCANTHROPY

A character who becomes a werewolf lycanthrope retains his or her statistics except as follows:

- The character gains a Strength of 15 if his or her score isn't already higher
- The character gains a +1 bonus to AC while in wolf or hybrid form (from natural armor)
- The character gains a speed of 40 feet while in wolf form.
- The character gains a werewolf's damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

If the character embraces the curse, his, or her alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.